COMMANDOS

BEYOND THE CALL OF DUTY

TOP SECRET

NEW MISSIONS

This game is playable without

COMMANDOS – BEHIND ENEMY LINES

...NEW MISSIONS...NEW MISSIONS...

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- **Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.**
- **Preferably play the game on a small television screen. • Avoid playing if you are tired or have not had much sleep.**
- **Make sure that the room in which you are playing is well lit. • Rest for at least 10 to 15 minutes per hour while playing a video game.**

CONTENTS

HISTORY 3
INSTALLATION AND UNINSTALLATION 4
THE MAIN MENU 4
NEW GAME 5
SINGLE PLAYER / MULTIPLAYER 6
LOAD QUICK SAVED GAME 6
PASSWORD 6
SAVE GAME / LOAD GAME 6
OPTIONS 7
SOUND OPTIONS 7
VIDEO OPTIONS 7
GAME PREFERENCES / EXIT 8
QUIT GAME 8
THE GAME: BASIC CONCEPTS 9
THE MISSIONS 9
TAKING CARE OF YOUR CAREER 9
ASSIGNING OBJECTIVES: THE BRIEFING 10
THE COMMANDOS 10
THE GAME: CONTROLS 11
THE SCENARIO 11
THE MAP NOTEBOOK 12
SELECTING SOLDIERS 12
MOVING SOLDIERS 13
CONTROL THE ENEMY 13
HIT THE DIRT AND CRAWL 14
THE KNAPSACK 14
USE OF REMOTELY ACTIVATED ITEMS 14
USE OF DEVICES IN THE SCENARIO 15
PICKING UP AN ITEM IN THE SCENARIO 15
VEHICLES 15
BUILDINGS 16
CAMERAS 17
THE ENEMY 17
SIGHT 18
HEARING 19
SOLDIERS, PATROLS, ARTILLERY POSTS, VEHICLES AND TROOP BARRACKS 19
TACTICAL ADVICE 21
YOUR MEN 21
GREEN BERET 22
DRIVER 24
MARINE 26
SAPPER 28
SNIPER 30
SPY 32
DUTCH CONTACT 35
YUGOSLAV PARTISAN 36
THE MULTIPLAYER GAME 37
PLAYING “COMMANDOS” IN A LOCAL NETWORK
FIRST STEP: THE PLAYERS CONNECT TO THE SERVER 38
SELECT SERVER / SELECT PLAYER NAME 38
CONNECTION TO THE SERVER 38
SYSTEM MESSAGES 38
SECOND STEP: THE MASTER SELECTS A MISSION 39
THIRD STEP: THE PLAYERS SELECT THEIR CHARACTERS 40
MENU DISPLAY DURING A MULTIPLAYER GAME SESSION 40
THE MASTER CAN SAVE AND LOAD THE GAME 40
CONTINUING AFTER THE SUCCESS OR FAILURE OF A MISSION 41
THE MULTIPLAYER GAME: A QUICK GUIDE 41
KEYS & ACTION HOT KEYS 42
CREDITS 42
LIMITED WARRANTY 43
CUSTOMER HELPLINE 43

A HANDFUL OF EXCEPTIONAL MEN...

"...no routine, no bureaucracy... only pure operations, whose success depends basically on oneself and on the men that have been chosen to carry out the task. This is revolutionary"

Lieutenant Colonel Dudley Clark

It is late 1940. The Axis forces control all of Western Europe. Momentarily held back by the English Channel, the German army gathers strength for an imminent invasion of Great Britain.

However, there is one man in the British ranks that will not resign himself to play a merely defensive role. This man is Lieutenant Colonel Dudley Clark. His plan: to create a special unit with a handful of exceptional men. Men who are skilled at handling any type of weapon and the equipment of war. Men who are able to hit hard the enemy in the most dangerous circumstances and live to fight another day. Men who could change the course of the war by taking the fight behind enemy lines.

Due to the special characteristics of this unit, the officers who conceived and created the Commandos were forced to forget most of what they had learnt at the military academies. Small units, carrying out small raids, that had to be self-reliant and be able to take the initiative when faced with unexpected situations. Men with highly varied training and background, who went through mercilessly tough training at the Scottish castle of Achnacarry, and left there prepared to face just about anything —except incompetent Commanders.

Throughout the entire war, the Commandos showed great unity and discipline in combat, although on various occasions, some soldiers carried out individual actions with great heroism. Thus, by the end of the war the Commandos had accumulated the largest number of decorations received by a single Army unit: 8 Victoria Crosses, 37 Distinguished Service Orders, 162 Military Crosses, 32 Distinguished Conduct Medals and 218 Military Medals.

This game wishes to pay a modest tribute to those men, who were witnesses and privileged actors in several of the most dramatic and decisive moments of the Second World War: men who were fated to make History.

INSTALLATION AND UNINSTALLATION

THE COMMANDOS: BEYOND THE CALL OF DUTY **installation program runs automatically when the CD-ROM is inserted into the unit, if it detects that the game has not been previously installed. In case your CD-ROM unit does not have the AutoRun option activated, you can open the installation program by double-clicking on the Setup.now.exe program that appears in the root directory of the CD-ROM. Once the installation program has begun, follow the on-screen instructions.**

Once the game has been installed, you can start playing by selecting the appropriate option in the Programs submenu of the Start menu.

You can uninstall COMMANDOS: BEYOND THE CALL OF DUTY **at any time by selecting the corresponding option in the Programs menu, or using the option Add and Remove programs in the Control Panel.**

SYSTEM REQUIREMENTS

COMMANDOS: BEYOND THE CALL OF DUTY **requires the following system specifications:**

- **Windows 95/98**
- **DX6 and DXMedia Installed**
- **225 MB of Hard Drive Space**
- **P166 or greater processor**
- **32 MB of Ram**
- **2MB SVGA Card completely DX6 compatible**

When you enter the game , the Main Menu will be displayed. From this menu you can select all the options in the game. You can also access the Main Menu by pressing the ESCAPE **key at any time from within the game.**

THE TUTORIALS MENU

Before you go and fall straight into the hands of the enemy, you probably need some instructions. You will find the Tutorials in the Tutorials folder in the Start menu. There, you will find the help that you need to quickly become familiar with the game. There are two kinds of tutorials:

- Seven THEORY SESSIONS: These are short lessons in which you get an explanation of the game controls. There is a Theory Session that shows the general concepts of the game and six other, shorter ones, that show you the capabilities of each of your men.
- One TRAINING MISSION: This is a small mission that works as in the real game, except that it takes place in a training camp, and furthermore, your soldier can suffer unlimited damage. The point is that you should become familiar with the specific actions of each of your soldiers.

We strongly urge you to complete the Training Mission before being able to play the first real mission in the game. The decision is up to you. In any case, after having successfully completed the mission, you can consider yourself well prepared for real combat.

THE MAIN MENU

When you enter the game, the Main Menu will be displayed. From this menu you can select all the options in the game. You can also access the Main Menu by pressing the Escape key at any time from within the game.

Moving around the Main Menu and its submenus is very simple:

- Use the Up and Down arrow keys to move through the options.
- To select the desired option, press Enter or click on the option with the mouse.
- If you are in a submenu, press Escape or right-click to return to the previous menu.
- If you find yourself in the Main Menu during a game, press Escape or right-click, and you will return to the game.

The options of the Main Menu are as follows:

NEW GAME

Permits you to start a new game of COMMANDOS.
When you choose this option, the following submenu will appear:

SINGLE PLAYER

Lets you begin a new game of COMMANDOS: BEYOND THE CALL OF DUTY **for a single player.**

MULTIPLAYER

Let's you begin a COMMANDOS: BEYOND THE CALL OF DUTY **multiplayer game. Use this option to play with other people in a LAN (IPX or NT based) network, over a TCP/IP (Internet Connection or on the Mplayer gaming service. (see later in this manual, in the chapter on** MULTIPLAYER MODE**)**

RESTART MISSION

This option allows you to restart the current mission.

LOAD QUICK SAVED GAME

Let's you load the last game that you have saved using the Quick Save system. The QUICK SAVE **system makes it easy to save the current game, pressing** CONTROL **+** S **at any point during the game. To recover a game that has been saved in this fashion, you can use this menu option, or else press** CONTROL **+** L **during the game.**

PASSWORD

This option allows you to directly play any of the missions in COMMANDOS: BEYOND THE CALL OF DUTY**. To do this, each time that you successfully complete a mission you will be given a password to access the next mission. Write down the password so that you can use it to play the next mission or to replay a specific mission. Keep in mind that this option is used to replay single missions, and can't be used to follow a continuous career from the first to the last mission in the game.**

SAVE GAME

When you select this option, you will see a list of slots where you can save the current game. Choose one of the slots, give it a file name, press Enter, and the current game will be saved for retrieval. You can also quick save the game by pressing CONTROL **+** S **during the game (quick save system), although you will not be able to give a name to a game saved in this manner. To reload it, select** NEW GAME / LOAD QUICK SAVE GAME**, or press** CONTROL **+** L **during the game.**

If various people play COMMANDOS: BEYOND THE CALL OF DUTY **on the same computer, see below the section on** OPTIONS / USER PROFILE NAME**. Each person can have their own set of slots in which to save their games.**

LOAD GAME

When you select this option, you will see a list of the available slots. Choose the desired slot to recover one of the saved games. Remember that if the game that you wish to load has been saved with the Quick Save system, then you will have to recover it pressing CONTROL + L **or selecting the option** NEW GAME / LOAD QUICK SAVE GAME**.**

Options

This element in the Main Menu permits you to change certain game parameters. When you select this element, the following submenu will be displayed:

SOUND OPTIONS

SFX VOLUME: **Allows you to adjust the volume of the sound effects during the game. Select this option and then press the right and left arrows for a discrete or a very loud game. You can also drag the sound effects slider by clicking on it with the mouse, and then dragging it sideways without releasing the button.**

MUSIC VOLUME: **Allows you to adjust the volume of the music during the game. Select this option and then press the right and left arrows for a discrete or a very loud game. You can also drag the volume slider by clicking on it with the mouse, and then dragging it sideways without releasing the button.**

AMBIENT NOISE: **You can activate or deactivate the ambient noises by using the switch. If the red pilot light is on, the option is activated.**

COMMANDOS VOICES: **You can activate or deactivate the voices of the Commandos by using the switch. If the red pilot light is on, the option is activated.**

IN-GAME MUSIC: **You can activate or deactivate the in-game music by using the switch. If the red pilot light is on, the option is activated.**

VIDEO OPTIONS

Use this option to select your favourite resolution for playing COMMANDOS: BEYOND THE CALL OF DUTY**. The greater the resolution is, the wider the game area will be that you can view on your screen, but on the other hand, everything will be smaller. The resolution with which you get the best results and game satisfaction will depend on the speed of your computer, the capabilities of your monitor and graphics card, and your preferences and game style.**

GAME PREFERENCES

Here you can select three options that affect the way you play. To change, highlight your choice, then press the arrow keys left or right to select.

- USER PROFILE NAME: **If various people play with Commandos: Beyond the Call of Duty on the same computer, by using this option each one of them can have their own set of saved games and their own game options. The operation is simple: each time you want to play, choose this option and enter a name or nickname that is uniquely yours. If this is the first time you do this, a new set of game values and slots for saving games will be created. If you have already entered your name previously, this action will recover the set of values that belong to you.**
- IGNORE ENEMY HALT: **When one of your soldiers is carrying out a movement order and an enemy orders him to halt, this option will determine what he does until he receives new orders from you. You can activate or deactivate this option by using the switch. If the red pilot light is on, the Commandos will ignore an enemy halt.**
- COMMANDO WARNINGS: **This option will inform you if one of your Commandos are being seen or attacked. If he has been spotted by an enemy soldier, his face on the upper left of the screen will be shown in blue, whereas if he is being attacked, his face will flash in red. You can activate or deactivate this option by using the switch. If the red pilot light is on, the warning system is activated.**
- GAME SPEED: **Allows you to adjust the speed of the game. Select this option and then press the right and left arrows for a faster or slower game. You can also drag the speed slider by clicking on it with the mouse, and then dragging it sideways without releasing the button.**
- EXIT: **Allows you to return to the previous menu.**

credits

Do you want to meet the people who have developed this game? If so, this is your option.

help

Allows you to access the help screens.

QUIT GAME

This option will let you leave the exciting world of COMMANDOS: BEYOND THE CALL OF DUTY **and return to mundane reality.**

THE GAME: BASIC CONCEPTS

In this section we shall explain the general concepts of the game.

THE MISSIONS

In COMMANDOS: BEYOND THE CALL OF DUTY **you must take your men successfully through a series of missions that are freely inspired by the various fronts where the allied commandos participated during the Second World War. There are eight missions, each of which is quite unique. They each have different objectives and landscapes, unique problems and various possible approaches depending on your tactical skill and your skill in handling weapons.**

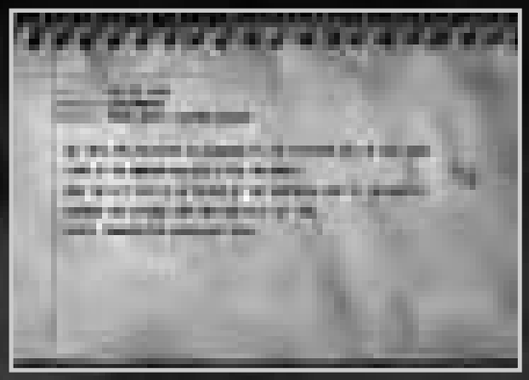
All missions have a main objective. It may be to blow up an enemy installation, rescue a prisoner or to "take out" an enemy General. If you do not succeed in this objective, you will not have successfully completed the mission and will not be allowed to continue to the next assignment. When creating COMMANDOS: BEYOND THE CALL OF DUTY **we have attempted to design a game that is fun, rather than a faithful description of the role of the Commandos in the Second World War. If your History book contradicts something that you find in this game... believe your History book.**

TAKING CARE OF YOUR CAREER

To be able to commence a mission, it is absolutely necessary that you have successfully completed the main objective of the previous mission. Each time you finish a mission successfully, the game will assign points depending on the degree of completion, and will give you access to the following mission. The points will depend mainly on the amount of time you have needed to complete the mission (the less time, the better), and the wounds you have suffered (the fewer wounds, the better). The number of enemy casualties that you cause is totally irrelevant, although you will be informed of this figure at the end of the mission. As you complete missions, the points received will keep adding up. Depending on the accumulated points, you may be promoted.

You begin the game with the rank of Sergeant. As you accumulate sufficient merits, you will continue to be promoted. If when the war ends, your results have been spectacular, you may have reached the rank of Field Marshal, which means that your acts have been absolutely brilliant. If, however, your efficiency and worth have been just barely passable ... well, you may have remained a Sergeant throughout the entire war. So it is up to you whether you wish to simply do what is required, or, on the other hand, become an example for your men by going beyond the call of duty. Your honour and your military career depend on it ... and so does your retirement pay.

ASSIGNING OBJECTIVES: THE BRIEFING



At the start of each mission, you will be given a "briefing", that is to say, a few brief instructions where you will be clearly told what is expected of you and your men.

The "briefing" will give you the following information:

- The strategic circumstances in which the mission takes place.
- The main objective of the mission.
- A brief run through the scenario of the mission, in which you will be given the position of the objectives, the location of the points of interest or danger, and brief tactical advice that you better listen to.

If you do not wish to listen to the entire briefing, you can press Escape while you are within the briefing. You will then go directly to play the mission.

If during the mission you no longer remember exactly what the objective is, press CTRL + B and a small reminder will appear with the objectives of the current mission. You can also click on the folded corner of the map book, or select the option BRIEFING NOTES in the Main Menu.

THE COMMANDOS

As a player of Commandos, you will be the officer who has been entrusted with the command of a group of very special Commandos. There are just six men.

A rather small number perhaps, but these are not ordinary soldiers.

These are exceptional men. Their background and respectability is sometimes … doubtful, but they have skills that are so unique that they can only be based on inherent abilities, or be the result of a highly unconventional biography. They are so highly trained, and they work so closely together, that they are able to sneak right into the heart of the enemy's installations without being detected, fulfil objectives that would be unthinkable for a more numerous unit, and hit the enemy where they least suspect.

To find soldier like these takes months and months of study, training and specialisation... and the inestimable help of luck. The General Staff has invested a great deal of time and resources in these men. They have received so much training as a team that they work perfectly together, forming a unique group that can not be replaced. That is why your duty is to keep them alive, together and active during the entire war. The loss of a single man would be an irreparable loss. If during the course of a mission you lose a single member of the

team, you will not be allowed to continue to be in command.As you will soon learn, this is one of those details that make Commandos a unique game, and absolutely determines the manner in which you have to play.

Each of the six men is highly specialised in one specific field (see the paragraph Your Men). There are actions that all are capable of carrying out, but there are also other items and actions that are reserved for just one man. For example: only the Sapper can activate or even pick up and transport explosives, and only the Marine can capture an inflatable boat and use it.

So you must learn to spread out the tasks. Remember: success in a mission may depend on the fact that a single man, the appropriate one, is in the right place at the right time. Get the time wrong, or the man, or the place... and you are history.

THE GAME: CONTROLS

Next we will explain the main options in the game. Detailed knowledge of these controls will help you to complete your missions successfully.

THE SCENARIO

From the moment a mission begins, you can scroll the viewing screen around the entire scenario. In fact, we recommend that you do so before you transmit a single order to your men. This way you can get an overall idea of the situation.

To move the viewing screen around the scenario, use the cursor keys. You will notice that this movement will also occur automatically when the mouse pointer comes close to the edges of the game area.

You can also vary the amount of zoom, from a detailed view to a general panoramic view. To do this, use the +, – and * keys in the numerical keypad. The + key is used to increase the level of zoom, the – key to diminish it, and the * key will return you to a normal zoom level.

THE MAP NOTEBOOK

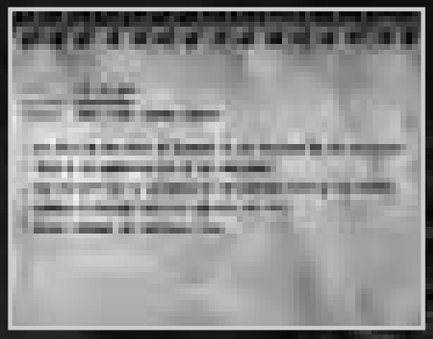
If you click on the spiral notebook that you find on one side of the screen, you will be able to see an approximate drawing of the entire scenario. The rectangle represents the area that you can see on screen. The blue points indicate the position of your men; the red points that of the enemy soldiers. Click on any zone of this drawing to move the game area to that zone.

If you click on the folded corner of the map notebook, you can access the Briefing Notes screen, where you can see a summary of the objectives of the current mission.

SELECTING SOLDIERS

Before giving any orders to one of your men, you must select him. There are three different ways to do this:

- Left Click on the soldier in the scenario.
- Left Click on his face on the upper edge of the screen.
- Press a numerical key between 1 and 8 in the alphanumerical keyboard.



Each key corresponds to one of your men, according to the following table:

1	Green Beret
2	Sniper
3	Marine
4	Sapper
5	Driver
6	Spy
7	Yugoslav Officer
8	Dutch Resistance contact

There are also two methods to simultaneously select more than one man:

- Right -click on an area inside the game screen and then drag the pointer without releasing the right-hand button. This way you will trace a red rectangle. Release and the men that are inside the rectangle will be selected.
- Click on various faces on the edge of the screen while keeping the CONTROL key pressed.

You will see that there are some situations in which it is not possible to select various men simultaneously. For example, if your men are under enemy fire, or if one of the men you are attempting to select is a prisoner you will see a red bar next to the face of each soldier in the upper part of the screen. This bar is his health level. It will descend whenever you are wounded.

When it reaches the bottom... your soldier is toast. In every mission there is a man who has a limited medical supplies to increase the health level (see below in the individual pages for your men).

If you click on a soldier who is already selected, you will “deselect him”. To quickly deselect all your soldiers, you can press the 0 (zero) key in the alphanumerical keyboard.

MOVING SOLDIERS

Normally, you will see that the mouse pointer has the shape of a double arrow. This is the movement pointer and is used to move your soldiers. In case you do not see the movement pointer, it is because you are undoubtedly viewing the pointer that belongs to an active item. To recover the movement pointer, right-click anywhere on the map screen.
To make the selected soldier or soldiers move somewhere, click with the movement pointer on the selected destination, and they will walk in that direction. If you double click, they will run there. When you give a soldier an order that forces him to run somewhere he will only carry it out whenever he is able to. Exceptions to this rule are those cases in which the soldier is carrying a heavy load.

When you give a man a movement order, you can select any point in the scenario towards which there is a possible route, no matter how far it is. Your soldier will attempt to follow the best route towards that point, avoiding necessary obstacles whenever possible.

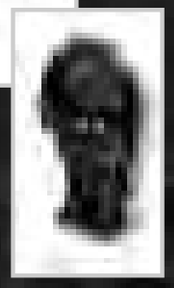
CONTROL THE ENEMY

In Commandos: Beyond the Call of Duty, you can use an enemy soldier (once he has been knocked unconscious and handcuffed), to distract his mates, drive vehicles, or interact with various elements in the scenario.

- Distract other enemy soldiers. Privates can distract only other privates. Sergeants can distract other sergeants, privates and patrols. Officers, however, can distract any other German soldier, regardless of his rank.
- Sam, the driver, can force any enemy soldier to drive unoccupied vehicles, although he must board the vehicle as well. The vehicle will not be detected by the enemy unless it acts suspiciously.
- Any Commando who controls an enemy soldier can force him to carry out actions on his behalf in various locations, opening doors, activating machines, etc.

You can control the enemy soldier as long as he is in your line of sight and you are not in the line of sight of any other enemy soldier. To do this, press on the puppet icon in the knapsack, or press R. Next, click on the target in order to control him. You will then see an area highlighted in blue, which shows your line of sight. Inside this area you can move the enemy soldier to your heart’s content. However, if the enemy leaves your line of sight, you will lose control of him, and he will raise the alarm. If you make the enemy go into a house, he will still be in your line of sight; however, if you go into a house, the enemy will be considered to be out of your line of sight. If you are shot at when you control an enemy soldier, you will lose control of that soldier. He will run off and raise the alarm.

HIT THE DIRT AND CRAWL

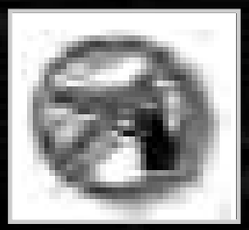


Your men can lie down on the ground. To do this, click on the corresponding icon located on the upper edge of the screen, or press the C key. The selected men will hit the ground. A man who is lying on the ground can be moved normally with the movement pointer, except that he will move by slowly crawling. Commandos cannot fast crawl. If a man crawls on snow or sand, the tracks he leaves will not be visible to the enemy. To make a man who is lying down stand up, click on the icon next to the above-mentioned one, or press the S key.

THE KNAPSACK

If you select a single soldier, you will see that on one side of the screen there is a knapsack with various items. These items represent the options that are available to your soldier at this time. If you prefer to have the knapsack on the other side of the screen, press Tab. To use or activate any of these items, click on it. What happens next depends on the kind of item. With some of them, this will cause an immediate action (such as inflating a rubber boat, releasing a decoy, etc.) with other examples, such as certain weapons and tools, the movement pointer will change its shape, turning into an icon that shows what can be done with that item. If you see the pointer covered by a “forbidden” sign, this means that you can’t carry out this action with the item or in the place at which you are pointing.

For example: If you click on the pistol in your knapsack, the pointer will turn into a pistol. If you place this pointer over a spot at which it is not possible to shoot (because it is too far from the shooter or because there is an obstacle in the way), then the “forbidden” sign will be displayed over the pistol pointer. Otherwise, if you click on a location, your soldier will shoot at it. If you have selected various soldiers, you will see that in the knapsack the only things that appear are the options that are common to all the selected soldiers.



USE OF REMOTELY ACTIVATED ITEMS

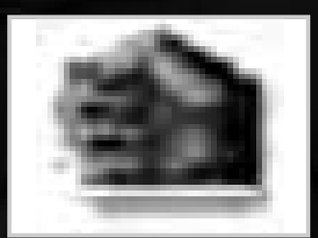
Some items, such as the acoustic decoy and explosive charges with detonators, can be remotely activated. To do this, first of all you must release the item by clicking on its image in the knapsack. This will make you drop the item in question. At that moment, there will appear in the knapsack another item that looks like an “activator” or “detonator”. Once you have managed to hide in a safe place, click on the activator and there will be a remote activation. In the case of the acoustic decoy, you can activate it and deactivate it as often as you wish.

USE OF DEVICES IN THE SCENARIO

Sometimes you will find in the scenario items and devices that you can't pick up and take away with you, but it will be possible to activate and deactivate them. You can open faucets, turn on switches, move sluice gates... If you move the movement pointer over an item or device in the scenario that the selected man can use in this fashion, the pointer will turn into a hand that moves a lever. If you click at that moment, the selected man will carry out the corresponding action. You will observe that the pointer will only change shape if the selected man can use the item. Certain men can only use some items.

PICKING UP AN ITEM IN THE SCENARIO

There are items that your men can pick up and take away with them. Weapons, ammo cartridges, inflatable boats. Sometimes they belong to the enemy and can be stolen. On other occasions, the Allies would have dropped them by parachute.



Keep in mind that certain items can only be picked up by the person who is skilled in their use. Thus, only the Marine can pick up inflatable boats, only the Sapper can pick up grenades, etc. In all cases, select the appropriate man, and click on the hand that is next to the knapsack, or else press the "hot key" H. The movement pointer will turn into a hand. If when you pass the hand-shaped pointer over an item, the hand opens and closes, then the man you have selected can pick up that item. Click on that item and it will be yours.

VEHICLES

Throughout many of the missions you will run into various different land, water and aerial vehicles. You can board many of them, use them to move and even shoot from them in the case of vehicles that carry weapons. To board a vehicle, select the man or men you want on board, then place the movement pointer over the desired vehicle. If the men you have selected are able to board the vehicle, the pointer will change shape and turn into a hand. At that time, click, and your men will board the vehicle.

Once on board a vehicle, click on the desired destination with the movement pointer. The vehicle will then start to move.
You will see that, unlike movement on foot, when you are handling a vehicle you do not have the possibility of avoiding obstacles automatically, and therefore, you can only set destinations that can be reached in a straight line from your current position.

If you deselect a vehicle with various men on board, and then want to select it again to move with it, you will see that you can only do so by selecting just one of those men. The man who will permit you to move the vehicle when you select it is the one who drives the vehicle. When can you and when can't you board a vehicle? There are four factors involved:

- The vehicle may be out of commission, or worse yet, already occupied by the enemy. In that case, the movement pointer will not change its shape when it passes over the vehicle.
- Each vehicle has a maximum capacity. For example, the capacity of motorcycles with a sidecar is two men.
- Some vehicles have two speeds: a slow speed that is achieved with a single click, and a fast speed that is achieved with a double click. Vehicles that are moving at the fast speed can run over all characters in the game, including your own Commandos.
- Each vehicle must be driven by the man who is able to drive it. Land vehicles may only be driven by the DRIVER. The aquatic vehicles may only be driven by the MARINE. And finally, there is a mission where you must escape in a cargo plane, that can only be piloted by a GERMAN PILOT whom you must capture for that task.

In some cases, you can even shoot from a vehicle that carries weapons. To do so, point with the movement pointer while keeping the CONTROL key pressed. The pointer will change shape, and turn into a gunsight. Click (without releasing the CONTROL key) and you will shoot a volley at the target.

To get a man off a vehicle, select the desired man by clicking on his face in the upper part of the screen or using keys 1..8. You will see that the screen focuses on the vehicle which contains the soldier. In the knapsack you can only see a photograph of the soldier. Click on it, and the selected soldier will leave the vehicle and jump down to the ground. If you want to get a man off an aquatic vehicle, bear in mind that you won't be able to do so until the vehicle is anchored in shallow water, except for the MARINE when he is wearing diving gear.

BUILDINGS

There are missions in which your men will be able to hide in certain buildings, thus disappearing from the sight of the enemy. If when you pass the movement pointer across the door of a building, the pointer changes shape, that means that it is possible to hide in that building. Click there, and the selected men will hide inside.

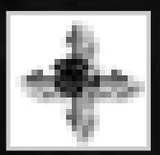
To get a man out of the building, do the same as in the case of vehicles: select the soldier who is inside, and then click on his photograph on the knapsack.

CAMERAS

On occasions, it may be useful to be able to simultaneously see the action taking place in various locations throughout the scenario. To do this, you have at your disposal various multiple camera modes. Keys F2 to F7 can be used to activate each of these modes. Press each key repeatedly to cycle through different arrangements. F2 is the single window camera (default).

In multiple camera modes, there is just one window at a time in which you can carry out game actions. This window is the ACTIVE WINDOW, and can easily be recognised because it is framed by a red line. Click on any window to make that window become the ACTIVE WINDOW. You can then carry out all game actions in that window, including movement and zoom.

You can also make any of the cameras automatically track a mobile element, that is, a person or a vehicle, be it friend or foe. To do this, click on the movie camera that is on the upper edge of the screen.



The shape of the pointer will change. Then, click with that pointer on the person or vehicle that you wish to track. The camera will remain fixed on that person or vehicle, and will move along with him at all times. While in the lower left hand corner of the corresponding screen you will see a small icon that looks like a camera, this reminds you that this window has a tracking camera associated to it.

Another way to activate the tracking camera is to press Alt and click on the element that you wish to track.

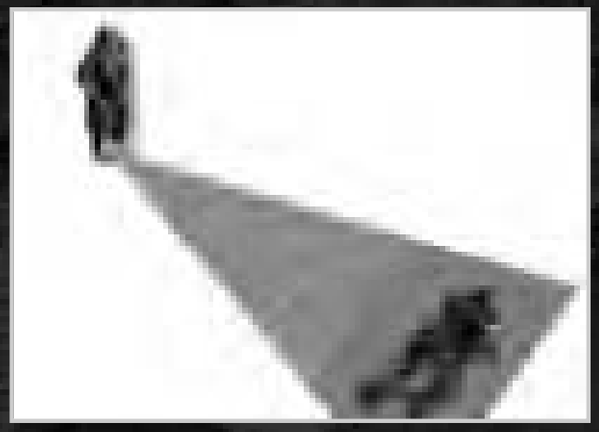
To cancel the tracking, click on the small icon mentioned above, or press ALT + click on any non-mobile (fixed) part of the scenario, and the window will once again follow only your specific movement orders.

THE ENEMY

There are two main obstacles between your men and success. On the one hand, the various enemy soldiers patrolling throughout the scenario. On the other hand, your possible incompetence as commander of your group. Here, to be tactful, we will only cover the first point.

The enemy soldiers are disciplined, precise and always alert. Alone or in patrols, stationary or making regular watch rounds they see, hear, detect and follow your tracks and can warn each other of your presence. You must be totally aware of this when deciding upon your tactics.

SIGHT



An enemy soldier is always on the lookout. Fortunately, there is a way to know at all times where he is looking. To do so, click on the eye- shaped icon that you will find in the upper right hand corner of the screen. The shape of the pointer will change. Next, click on the soldier that you want to watch (you can also do this by clicking on the desired enemy while keeping the Shift key pressed).

You will now see a coloured fan that appears above the head of the enemy soldier and sweeps from left to right across the scenario and accompanies the soldier's every move. This fan is his FIELD OF VIEW.

You will see that the field of view is, logically, blocked by houses, rocks and other solid items. You will also see that the field of view is divided into two areas: One, lighter and closer to the enemy is his short range field of view. The other, darker and further away: his long range field of view.

If one of your men is caught by the long range field of view of a soldier, he will be detected, unless he is lying down on the ground (see the paragraph "HIT THE DIRT AND CRAWL" in the chapter "THE GAME: CONTROLS" to find out how to hit the dirt). If your soldier is caught in the short range view, then he will be seen even if he is lying down.

There is a system for finding out if a certain area is being swept by the field of view of the enemy. To do this, press SHIFT + click on a ground area in the scenario (or click on the eye-shaped icon, and then on the area you want to check). When you do this, you will leave a red mark on the ground. The first time that the enemy sweeps his view past this mark, his field of view will be lit up.

If you are viewing the enemy's field of view, and you no longer wish to continue seeing it, right-click on the eye-shaped icon, and the field of view will "turn off". You can only see the field of view of one enemy at a time. But keep the following very much in mind: all your enemies have their fields of view operating simultaneously, and you can be discovered by any one of them even if you are not checking his field of view (in other words, you can't use the excuse that "if I can't see him, then he can't see me"). In order to find out by whom you have been detected, each time you are seen by an enemy soldier, his field of view will be automatically illuminated. Keep the following tricks in mind to fool the enemy's field of view:

- The obstacles that interrupt the field of view are places behind which it is possible to hide. You can also hide behind large vehicles, although the continuity of the field of view may suggest otherwise.

- The GREEN BERET is invisible while he is buried in the snow or under the sand, unless he has been seen while he was burying himself.
- The MARINE is invisible while he is diving, unless he was seen while putting on his diving gear.
- The SPY is ignored by the enemy while he is wearing an enemy uniform.

Remember that the enemy will not only react when he sees any of your men directly. He will also be alarmed if he sees a vehicle driven by you, or if he finds a wounded colleague. Likewise, if he sees tracks left by your men in the snow or sand, he will be aware of your presence. Finally, keep in mind that to be detected is not always bad. Sometimes, you can have one of your men pass quickly through an area under surveillance, or leave some timely tracks, to attract the attention of the enemy and lead him into a trap.

HEARING

The enemy soldiers can not only see you, they can also hear any suspicious sounds that are a result of your activities. If they hear something suspicious, they will act accordingly. The possibility that an enemy soldier hears what you are doing depends on two things: One, the distance at which you are from him, and two, the magnitude of the sound that you make. In this respect, you must use your common sense. If you cut a soldier's throat with your knife from behind (a very silent action), a mate of his who is two steps away but with his back turned away from the action would never realise what had happened. If, however, you get rid of him with a pistol, any soldier within a certain distance will hear the bang, although soldiers that are further away will hear nothing. And finally, if you explode a bomb or a barrel of explosives, probably everybody in the entire scenario will be aware of your presence. The enemy's hearing can also be used to your advantage. The acoustic decoy of your GREEN BERET is a good example of this. For additional information, read the special page regarding this soldier.

SOLDIERS, PATROLS, ARTILLERY POSTS, VEHICLES AND TROOP BARRACKS

The enemy adopts various forms, with different behaviours for normal situations and in combat. Let's take a quick look:

- SENTRIES: These are soldiers on watch in specific sentry posts. During their normal duties, they stay still at their post. Depending on the importance of the area they are protecting, in case of alarm they will move out to look for you, or else they will defend the area without leaving their post.

- SOLDIERS ON WATCH ROUNDS: These soldiers cover an area by following a predetermined patrol route. If they detect you, they will normally abandon their rounds and go after you.

- PATROLS: Formed by various men who cover the entire scenario under the leadership of a sergeant, patrols will be one of your most lethal adversaries. Every member of a patrol is equipped with a powerful machine gun and an extremely slight capacity for dialogue. Never stop to chat with them about the weather.

- GESTAPO: **These soldiers can recognise your Spy even if he is wearing a German uniform, as well as the member of the Dutch Resistance.**

- ARTILLERY POSTS: **From heavy machine guns to heavy cannons, the soldiers who man them have orders to shoot on sight at anything suspicious. If you should manage to kill an artilleryman, your Driver may be able to take over the artillery post and turn it into an allied weapon!**

- VEHICLES: **Some are moving about, and others are waiting quietly in their hangars, ready to respond to any alarm. There are various types of vehicle controlled by the enemy. Some carry weapons and can fire at you. Keep all vehicles under surveillance. Some of them may be abandoned temporarily by their crews, at which time you can move in and take control of the vehicle. In some cases you can even force a vehicle to stop, so that its occupants get out and fall into your trap.**

- TROOP BARRACKS:**Those structures over which there is an enemy flag waving, are troop barracks. Inside, there are many soldiers. At the slightest sign of alarm, they will pour out to look for you, and they won't be in a good mood. In general, try to make sure that this never happens in your missions. If it does happen anyway, try to be far away when it does occur. If you are really good with your weapons, you may be able to decimate the troops in the barracks.**

IF YOU ARE DISCOVERED...

The various kinds of enemy troops will react in different ways if they detect your presence. In all cases, they will shout out a warning, and this, in turn, will alert their nearby comrades. Once they have done so, they may leave their sentry post to pursue you, or they may stay at their post if it is important enough. If they are free to do as they please they may run after you or follow your tracks if they have detected them, or if they have heard strange noises.

What they will do once they have you within firing range, depends on the seriousness of the situation. If they are calm, they will halt you and point their weapons at you. If at that moment you stay stock still, and if in the current mission there is a military stockade, they may possibly take you there, from where you may be rescued later by your fellow soldiers. If there is no stockade, they will remain there pointing their weapons at you, while they await reinforcements or decide what to do with you, a situation that your companions should make good use of to solve matters before things start looking pretty grim.

If the soldier who finds you is in a stressful situation (for example, because he has seen you kill a friend of his), or if you attempt to flee or shoot at him, he will almost certainly think “either him or me”, and he will shoot you. In that case,... good luck, and aim well.

TACTICAL ADVICE

From the very first mission, you will realise that COMMANDOS is different from other strategy games. You must think differently. Specifically, we can give you the following advice:

- Think with your head, not with the gun. Sending your men out running with all their guns blazing is the most efficient method for having a series of lovely skulls displayed on the upper part of the screen. Furthermore, you are expected to meet the objectives of your mission in the shortest possible amount of time, and suffering the smallest number of wounds. Remember that the number of enemy casualties you may cause, has not the slightest importance. For every problem there is at least one “elegant” solution: try to find it.
- Go from hiding place to hiding place. Find those places where you can be safe from enemy detection, and use them as waypoints.
- Don’t assume you have gotten away with it. Normally, enemy soldiers watch over each other. Although you may easily get away from a single soldier who is alone, it is quite possible that a second soldier will notice and raise the alarm. Keep this in mind when you are planning your attacks.
- Keep the scandal for the end. Try to stay undetected as long as possible, attempting to have the enemy ignore your presence until you have built up a strong position. Specifically, try to keep the troop barracks oblivious to your presence until it is absolutely necessary to raise a ruckus. And when the moment of truth arrives, execute your escape plan with the greatest possible speed. (What? What do you mean, you haven’t got an escape plan?)
- Be very liberal with property rights. Quite often you will find throughout the scenario wonderful enemy vehicles just waiting for you to board them. If you are detected, at least they are safer than if you have to escape on foot. Watch out also for abandoned artillery posts, and for weapons and items that you can “liberate”.

YOUR MEN

These are the members of your team. Take care of them and they will respect you. Treat them badly and they will climb out of their tombs to cause you nightmares and ruin your life.

GREEN BERET: SERGEANT JACK "BUTCHER" O'HARA

This heavyweight of Irish origins, army boxing champion four consecutive times from 1934 to 1937, was sentenced in 1938 by a military court to 14 years of forced labour after hitting an officer. His sentence was suspended when he joined the Commandos.

He was promoted to sergeant after the raid on the island of Vaagso, where, after having received a bullet in an arm, cut off from his unit and without ammunition, he penetrated a bunker and wiped out 16 enemy soldiers before returning to Allied lines. An extremely violent character, this man has serious discipline problems. A hard bone to gnaw for his superior officers... and a real nightmare for the enemy.

KNIFE

The Wilkinson Sword combat knife, 177 mm. long and built of carbon steel, is the official knife of the Commandos. In the hands of the "Butcher", it is a weapon that is as deadly as it is silent. Click on it in the knapsack, and then on the soldier whom you wish to attack. If you double click, "Butcher" will go running up to his victim.

HOT KEY: W

PISTOL

This is the W9, an automatic Smith & Wesson 9mm pistol. Reliable and quick, it uses a magazine that holds 10 bullets. It can be used at will ... but be aware of the noise it makes. Click on it on screen, and then on the target.

HOT KEY: Q

ICE PICK

Using only his ice pick, and disdaining harnesses and safety ropes, Jack O'Hara can climb both the smoothest wall and the steepest rock cliff. If when you pass the movement pointer over one of these areas, it turns into an ice pick, then this is an area which Jack can climb, which he will do if you click on it.

ACOUSTIC DECOY

This small and extravagant invention of Major Arthur Forrester was never mass produced. Nevertheless, it is one of O'Hara's favourite toys. Click on it to release it anywhere you wish. Then, from a safe hiding place, click on the activator. The decoy will make a disagreeable noise. You can use the activator to turn the noise on and off as often as you wish. The closest enemy soldiers will come over to investigate the source of the noise, a circumstance that Jack and his mates will know how to take advantage of.

HOT KEYS: G TO RELEASE, I TO ACTIVATE/DEACTIVATE

MOVING BARRELS

From time to time you will run into explosive barrels. Only your GREEN BERET has the strength needed to lift them and change their location, depositing them where they will cause the maximum amount of damage. Click on the hand and then on the desired barrel, and Jack will pick up the barrel. Right-click, and he will release it.

HIDING BODIES

This skill permits O' Hara to carry the body of a fallen enemy. A very useful move, since if an enemy patrol should find the body of one of their soldiers, they will immediately raise the alarm. Click on the hand (or press H) and then on the body you want to carry. It is also possible to place a barrel on top of the body to hide it. To do this, while Jack is carrying a barrel, place the movement pointer over the fallen enemy soldier. The cursor will change shape. Click, and Jack will drop the barrel on top of the enemy body, hiding it.

SHOVEL

One of Jack O'Hara's favourite tactics is a surprise attack that emerges from snow or from sand. To do this, he will dig a hole with his small shovel and will hide under the surface, then suddenly reappear behind the back of an unsuspecting enemy. While you are over snow or sand, click on the shovel in the knapsack and Jack will hide. When you want to emerge again, simply right-click.

HOT KEY: F

PUSH

Jack can also push vehicles, train coaches and fuel dumps. When an object can be pushed, the cursor changes into two hands on screen. Click on the object, and Jack will begin to push the item until you click on the right mouse button, or the item runs into an obstacle along the way.

FIST

To render an enemy soldier unconscious, you can use your fists. To do so, click on the fist icon in the knapsack, or press X. Then click on the enemy soldier. Unconsciousness lasts a limited amount of time. If you don't do anything with the unconscious enemy, he will eventually wake up and sound the alarm.

HOT KEY: X

HANDCUFFS

Once a German soldier has been knocked unconscious by any of the Commandos who are able to do so, Jack can handcuff them. Once handcuffed, the enemies can be controlled (see the paragraph Controlling the Enemies) or left behind, rendering them useless. They will remain out of the game until they are seen by their comrades, who will free them and sound the alarm.

HOT KEY: J

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

HOT KEY: R

DRIVER: SAMUEL “BROOKLYN”

He says his name is Sam, and not much is known about his background. In 1937, after a long criminal career in the United States, he crossed the Atlantic and joined the British Army. He had a pending prison sentence and was being sought by the American authorities. During some sessions of “custodied collaboration” with the Foreign Office, in which he helped to test and investigate weapons and vehicles stolen from the enemy, he met Paddy Maine, who recruited him for the Commandos. During the raid on the airfield at Tamet together with the Long Range Desert Group, and after destroying eight German fighter planes with the machine gun aboard his light vehicle, he was left without ammunition. His ingenious personal solution was to crash the vehicle against the remaining aircraft that were full of fuel, which destroyed four additional fighters, but left him with serious burns. This rough man, cheerful but occasionally timid, can use any weapon or vehicle with great skill. His manners reflect the education he received on the street. We will probably never know his real name, but then... who cares?

PISTOL

Given the difficulty of finding the appropriate ammunition for his Colt in the British Army, “Brooklyn” has no choice but to use the efficient Smith & Wesson W9. Click on it, and then on the target.

HOT KEY: Q

ARMED VEHICLES AND ARTILLERY POSTS

As was explained earlier, Sam can drive land vehicles. While you are driving an armed vehicle, press Control and the movement pointer will turn into a gunsight. Without releasing the Control key, click on a target to shoot a volley at it. Sam can also capture heavy machine guns and even heavy artillery posts. He handles these kinds of weapons as if they were a vehicle, except that it is not possible to move with them (click on the item to pick it up, click on a target to shoot at it, and click on the photograph to abandon the post).

SUBMACHINE GUN

A rather more powerful weapon than the pistol.
It is used in the same way as the pistol, and fires effective fan-shaped volleys.

HOT KEY: W

RIFLE

A weapon that kills with a single shot, has a longer range and unlimited ammo, but makes lots of noise when it fires.

HOT KEY: E

FIRST AID KIT

Sam, in addition to being the driver and the artilleryman, is the group’s medic. Click on the first aid kit and the pointer will turn into a syringe. Then use on yourself, or on a wounded mate. His health level will increase. Too easy, right? Correct : the first aid kit has a limit to the number of times it may be used. If Sam is absent, the role of medic will be taken over by the SPY or by the SNIPER.

HOT KEY: E

CLUB

The club is used to hit an enemy soldier, and knock him unconscious. To use the club, click on the club in the knapsack, or press X and then on the target. The state of unconsciousness will last for a limited time. If you do nothing about the unconscious enemy, he will eventually wake up and sound the alarm.

HOT KEY: X

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack. HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.
HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.
HOT KEY: R

MARINE: JAMES BLACKWOOD A.K.A. “FINS”

Born in Melbourne and educated at Oxford, this polite Australian, naval engineer, great rower and tireless swimmer, has three unique skills: sailing, diving... and getting into trouble for swallowing certain liquids that have nothing to do with water. A man who was able to swim across the English Channel on a bet, was promoted to Captain only one year after joining the Navy, and was demoted to Sergeant when two years later, he started a fight in a private club during a stopover in Hawaii. Subsequent behaviour problems led him to consider a hard choice: be expelled from the Armed Forces, or join the Commandos as a simple soldier. Leaving aside his problems with alcohol, apparently under control for now, he was decorated with a Military Cross for his heroic behaviour when he rescued with his boat, 45 men who were about to be captured on the beaches at Dunkirk. “Fins” is an irreplaceable character when it comes to aquatic operations: his mates insist that he could cross the Atlantic Ocean in a shoe box... as long as he has a good supply of “fuel” .

KNIFE

“Fins”, just like “Butcher”, is a fan of the knife because it is a silent weapon.
To use it, just click on it, and then on the target.
HOT KEY: W

PISTOL

Although he prefers other weapons, “Fins” never leaves his W9 behind.
Remember: click on the pistol, then click on the target.
HOT KEY: Q

INFLATABLE BOAT

As you have seen in the paragraph on “Vehicles”, Blackwood can drive all sorts of aquatic vehicles. The inflatable boat, furthermore, can be comfortably carried with you. When you find an inflatable boat in the scenario, pick it up (click on the hand next to the knapsack, and then, on the boat). This will make “Fins” deflate the boat and carry it. When you wish to launch it, you must go into shallow waters and then click on the package in the knapsack. The boat will inflate in the water. Then you can board it just like any other vehicle.
HOT KEY: N TO RELEASE

DIVING GEAR

When “Fins” walks into shallow waters, the diving gear appears in the knapsack. Click on it and “Fins” will submerge. At that point, you can make him dive to wherever you want, marking his destination with the movement pointer. While he is diving, the MARINE will be invisible to the enemy, unless he was seen as he submerged. To return to land, lead Blackwood towards the shore, and when he is in shallow water, and the diving gear reappears in the knapsack, click on it. “Fins” will remove his diving gear and stand up on the shore. Now you can send him walking wherever he is needed.
The diving gear can also be used directly from small boats.
HOT KEY: D

HARPOON

One of “Fins” favourite weapons. Silent and lethal, although more useful on dry land than in the water (this is the Second World War, not a fishing contest). Click on the harpoon in the knapsack, point at the target, and shoot by clicking again.
HOT KEY: E

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

HOT KEY: R

SAPPER: THOMAS HANCOCK A.K.A. "FIREMAN"

Thomas was born in Liverpool, obtained a degree in Chemistry, joined the Fire Brigade at the age of 22, and became a specialist in the High Risk Explosives department, joining the Army six years later, and volunteering for the Commandos in 1940. During the raid on Saint Nazaire, he was responsible for the explosions that caused a great number of casualties in the German garrison and knocked out the port facilities for months. Captured by the Germans in this operation, and after four escape attempts in just eight weeks, he managed to escape, cross the Pyrenees and return to England. Always polite, formal and highly respectful with his superior officers, this soldier's courage borders on recklessness. His knowledge of the manufacture and placement of explosives enable him to blow almost anything to smithereens... The nickname of "Fireman" was given to him by his mates in a clear case of double meaning.

PISTOL

“Fireman” always keeps his regulation weapon handy.
Click on it, and then on the target.
HOT KEY: Q

TRAP

“Fireman” loves this weapon. Place it in a spot where you expect an enemy soldier to pass. Click on the trap to release it on the ground, and then run to hide in a safe place. If an enemy soldier steps on the trap, it will be the last thing he does on Earth. Don’t forget to pick up the trap after each use (click on the hand next to the knapsack or press H, and then click on the trap).
HOT KEY: W

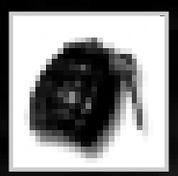
TIME BOMB

This device explodes shortly after being released. Go to the spot which is about to vanish, and click on the bomb in the knapsack to release it. You have some ten seconds to get out of the way. Often, this item will not be available at the start of the mission, which means you will have to acquire it.
HOT KEY: B

REMOTE CONTROL BOMB

This item is equipped with a radio activation system. Click on the bomb in the knapsack, and the “Fireman” will deposit it on the ground. Now pull back to a discrete spot, and when you believe the time is right, cover your ears and click on the detonator.
HOT KEYS: B TO RELEASE, A TO ACTIVATE THE DETONATOR

GRENADES



You will often find them in the scenario. Click on the grenade in the knapsack and the cursor will change shape. To throw a grenade against a target, point with this cursor and click. If the target is out of range, you will see a “forbidden” sign.
HOT KEY: E

PLIERS

On special occasions you will have to pass through an ordinary wire fence. Click on the pliers, and then place the pointer on the fence. When it passes over an appropriate place in the fence, the pointer will become animated. Click there, and you will cut a gap through which you can sneak through. The pliers will not work with barbed wire fences.
HOT KEY: J

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

HOT KEY: R

SNIPER: SIR FRANCIS T. WOOLRIDGE ALIAS “DUKE”

Born in Sheffield, in the bosom of one of the finest families of the local aristocracy, this laconic, distinguished and coolheaded man received a Military Medal during the invasion of Narvik, where he killed the Commander of the German garrison with a single shot, at a distance of more than one mile, while the officer was inspecting the placement of his troops. Known by his mates as “Duke” due to his haughty and reserved personality, Woolridge is an exceptionally efficient shooter even in extremely tense situations.

PISTOL

“Duke” also has a W9, which he handles very skillfully.
Click on it, and then on the target.

HOT KEY: Q

PRECISION RIFLE

The precision rifle is the “Duke’s” star weapon. Silent, precise and with great range. Click on the telescopic sight in the knapsack and you will see a pointer that looks like a telescopic sight. Place it over the target, click and... Hasta la vista!

HOT KEY: E

FIRING RANGE

If the telescopic sight is red, then the target is out of range, either because it is too far, or because there are obstacles in the way.

KILL DISCREETLY

When you shoot at the enemy, try not to act in a way that leaves bodies in visible places. Remember that your enemies will react if they see wounded mates, and will seek you out.

AMMUNITION

Unfortunately, the precision rifle has limited ammunition.
While you are using it, you can see in the knapsack how many bullets you have left.

FIRST AID KIT

In those missions in which neither the DRIVER nor the SPY are present, the first aid kit is carried by Woolridge. To use it, click on it, and then on yourself or on a colleague, and his health level will increase.

HOT KEY: K

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

HOT KEY: R

SPY: RENE DUCHAMP A.K.A. "FRENCHY"

Born in Lyon, he joined the French Secret Service at the age of 25. He was Chief of Security in the French Embassy in Berlin, where he obtained valuable knowledge regarding the members of the Hitler's General Staff. At the beginning of the war, when the Embassy was closed, he joined the French Army, and then became one of the leaders and local co-founders of the Resistance. A valuable part-time member of the Commandos, he has had an important role in numerous undercover raids. At least three trains, fourteen tanks and more than thirty land vehicles have been knocked out thanks to his skills of information, infiltration and sabotage. His knowledge about the tactics and personality of the German military chiefs are of great interest to the British Secret Service.

Duchamp speaks fluent French, German, English, Italian and Russian. His ability at imitating the voices and expressions of many enemy generals is astounding. An authentic French chameleon who has authentic talent for simulation.

PISTOL

Duchamp dislikes weapons that fire, since he finds them "not refined". However, if needed, he will not hesitate to use his W9. To use it, click on it, and then on the target.

HOT KEY: Q

SYRINGE WITH POISON

This practical syringe is provided with a small bottle of potassium cyanide. Click on it and the shape of the pointer will change. Then click with the new pointer on your “patient”. The medicine will have an instantaneous effect.

HOT KEY: W

ENEMY UNIFORM

When you find a hanging uniform, take it (click on the hand next to the knapsack, and then on the uniform). The uniform can be of three kinds: it could be a Private’s uniform, in which case you will not be exposed by any other Private, but you will be exposed by Sergeants and Officers. It could be a Sergeant’s uniform, in which case you will only be exposed by Officers. Or it may be an Officer’s uniform, in which case, nobody will expose you. But be careful. If while you are wearing the uniform, you are seen doing something that is slightly suspicious (such as killing a soldier, for example), you will lose the protection of your disguise. If you manage to hide, click on the uniform once again (this time you will find it in your knapsack) or press U, and you will be disguised again.

HOT KEY: U

HANDCUFFS

Once a German soldier has been knocked unconscious by any of the Commandos who are able to do so, Jack can handcuff them. Once handcuffed, the enemies can be controlled (see the paragraph Controlling the Enemies) or left behind, rendering them useless. They will remain out of the game until they are seen by their mates, who will free them and sound the alarm.

HOT KEY: J

HANGER

When you have an enemy soldier knocked out and unconscious, you can steal his uniform. To do this, press on the hanger in your knapsack, or press T, and then click on the enemy soldier. His uniform will become yours. The uniform can be of three kinds: it could be a private’s uniform, in which case you will not be exposed by any other private, but you will be exposed by sergeants and officers. It could be a sergeant’s uniform, in which case you will only be exposed by officers. Or it may be an officer’s uniform, in which case, nobody will expose you.

HOT KEY: T

ETHER

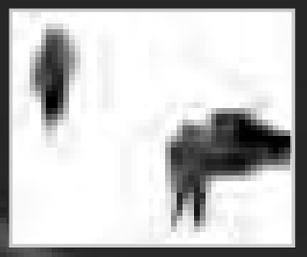
To render an enemy soldier unconscious, you can use the bottle of ether. To use it, press on the ether icon, or press X. Then click on the enemy soldier. The state of unconsciousness will last for a limited time. If you do nothing about the unconscious enemy, he will eventually wake up and sound the alarm.

HOT KEY: X

DISTRACTING AN ENEMY SOLDIER

While you are wearing the uniform, you can come up to an enemy soldier, click on the badge that will appear in your knapsack or press D (the pointer will change shape), and then on the desired enemy. This will let you speak with your enemy, distracting him. Regardless of his rank or function, that enemy soldier will remain still and with his eyes fixed on you, until you right-click to dismiss him.

HOT KEY: D



FIRST AID KIT

In those missions in which the DRIVER is not present, the first aid kit is carried by Duchamp. To use it, click on it, and then on yourself or on a mate, and his health level will increase.

HOT KEY: K

HIDING BODIES

Just like O'Hara, Duchamp can carry the body of a fallen enemy. Click on the hand (or press H) and then on the body that you wish to pick up. When you want to release it, right-click on it.

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

PUPPET

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

HOT KEY: R

DUTCH CONTACT: NATASHA VAN DE ZAND A.K.A "LIPS"

Born of a Dutch aristocrat and a world-famous ballerina who was forced to leave Russia after the 1917 Revolution. Her political ideals led Natasha to join the Dutch Resistance movement in 1943. During 1944, she participated in various highly dangerous actions, always designed to assist the advance of the Allied forces.

LIPSTICK

You can click on the lipstick that will appear in your handbag or press D (the pointer will change shape), and then on the enemy target. This will permit you to talk to the enemy, distracting him. Regardless of his rank, the enemy soldier will stay still and stare at you until you right-click to allow him to move. Nevertheless, if you move, his field of view will also move accordingly.

HOT KEY: D

PISTOL

Lips also has a Beretta 1935, which she handles with great skill. Click on it, and then on the target.

HOT KEY: G

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up. To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

YUGOSLAV PARTISAN: DRAGISA SKOPJE

Dragisa Skopje joined the Royal Yugoslav army, at the service of King Peter II, in 1934. In early 1941, a group of Yugoslav officers overthrew the King to prevent their country from joining the Tripartite Pact with Germany. Skopje, by now a major, joined the partisan army. When Yugoslavia was invaded by Germany in April, he was arrested and sentenced to death by firing squad.

CIGARETTE PACK

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot on the scenario to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Furthermore, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

HOT KEY: V

STONE

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier will eventually go and investigate the source of those stones.

HOT KEY: Y

THE MULTIPLAYER GAME

The COMMANDOS multiplayer game permits various players to play a mission co-operatively. To use this option, each player must have a computer with a copy of the game installed, and their computers must be connected to each other by a Local Area Network that supports the TCP/IP protocol. You can also play with other people by connecting to a dial-up multiplayer game server, if that is available in your country (Check with your local distributor regarding this possibility).

We will now explain in detail the steps that you need to follow to play a multiplayer game of COMMANDOS in a Local Area Network. If you only need a quick description, go directly to the section "THE MULTIPLAYER GAME: A QUICK GUIDE" in this chapter.

PLAYING "COMMANDOS" IN A LOCAL NETWORK

The submenu " MULTIPLAYER GAMES " can be found in the "NEW GAME" menu in Commandos. This submenu allows you to connect to a network game server that is awaiting the arrival of new players.

In order to be able to play a multiplayer game, there must be a computer in the network that is acting as the server. To act as server, a computer must be running the TcpServer application that is provided with COMMANDOS.

This program is accessible from the Start menu next to the game, and is called "TCPSERVER: MULTIPLAYER GAME SERVER".

When running TCPSERVER, a window will display the IP address of the computer in which the application is running. Those players who wish to join a new game session with that computer as a server must know this address and specify it when connecting.

As soon as a computer —the game server— is running TCPSERVER, setting up a multiplayer session can be done by following these steps: FIRST STEP: the players coNnect TO THE server

When a player selects " MULTIPLAYER GAME " from the "NEW GAME " submenu in COMMANDOS, the following window will be displayed:

FIRST STEP: THE PLAYERS CONNECT TO THE SERVER

When a player selects " MULTIPLAYER GAME " from the "NEW GAME " submenu in COMMANDOS, the following window will be displayed:

SELECT SERVER

The option "SERVER IP ADDRESS" permits you to indicate the IP ADDRESS of the server (you must type it in). As we have seen above, this is the address shown by the COMMANDOS program TCPSERVER when it is run in the computer that will be used as the server. When this option is selected for the first time, the address is displayed as IP 0.0.0.0, but once you have typed one in, the address will be kept in a configuration file and will be set by default each time you enter COMMANDOS. If in another game session, the server should change, all the players will need to enter the new IP address before connecting.

SELECT PLAYER NAME

In the option "PLAYER NAME" each player will enter a name or nickname that identifies him. This name will appear later on the list of connected players and under the photos of the soldiers in the Commandos selection screen. The first time you will see DEFAULT as the name of the player, but once you have typed in a name, it will be kept in a configuration file and will be the default name each time you start COMMANDOS. If two different players were to use the same name, the game server would accept this, but this is a situation that should be avoided.

CONNECTION TO THE SERVER AND PLAYER INSCRIPTION

The option "CONNECT TO GAME SERVER" will check to see whether a game session has begun in the server and will attempt to join it. The first player to connect to the server will be considered from then on as the MASTER, and his menus will have some additional options. In any case, once a player has activated the option "CONNECT TO GAME SERVER", the following menu will appear in his computer:

In the computer of the MASTER player (the first player to connect) the word MASTER will be displayed to the right of the word "PLAYERS", and in the last line there will be a button which is not available to the other players: "SELECT MISSION". It is only possible to join a multiplayer game session while the MASTER is in the screen called "PLAYERS". Once the MASTER has selected a mission by using the Select mission option, the group of players will be closed and it will no longer be possible to join that game session.

If at the time the option "CONNECT TO GAME SERVER" is activated, the program TCPSERVER is not running in the server, or the sign-up phase for players has finished, the pertinent warnings will appear in the message window. The line labelled "PLAYERS" is informative and shows how many players are connected to this game. Their names appear on the list that is displayed below "PLAYERS", which means that the number of players is equal to the number of names that appear on that list. When it is the MASTER who enters the game, the number of players shown is 1 and on the list there will be just one name: his.

Next, you will see a message box for dialogue among the players, followed by a line on which each player can write his own messages. When someone, from his computer, writes a message (and ends that message by pressing ENTER), his phrase will appear on the lists of messages of all the players that have connected, preceded by the name (or nickname) of the transmitting player. In this stage, for example, the MASTER can use the message window to warn everyone that he is about to Select a Mission.

During the player sign-up phase, any player may use the option "EXIT" to disconnect from the network game and return to the Main Menu. This will remove him from the list as a player in this game session. If it is the MASTER who does this, then another connected player will inherit this role. Finally, the option "SELECT MISSION", only available in the MASTER'S computer, closes the player admission phase and begins the next phase: selecting the mission.

SYSTEM MESSAGES DURING A NETWORK GAME SESSION

The message window will also display, in all network game menus, the messages issued by the system, that will have a different colour than the players' messages. These messages include, for example, those that advise of the success or failure of a mission. When any of these circumstances occurs, in all computers there will appear a menu window with the message issued by the system in the list of messages.

SECOND STEP: THE MASTER SELECTS A MISSION

When the MASTER considers that there are enough players and selects the option "Select mission", the following menu will appear in all the computers

The new menu will show on the top line the number of players that are connected and how many missions can be selected. Then it shows a list of the available missions. These missions will be the ones in which there are at least as many Allied soldiers assigned as there are players involved. The message exchange window is still on display in this menu so that it is possible for players to communicate with each other during this stage. Just as in the previous menu, all the players can still select the option "EXIT" to leave the game session, although it will no longer be possible for new players to join. Finally, the option "ACCEPT MISSION", only available to the MASTER, closes the mission selection stage and moves on to the next one, which is the selection of the Commandos. The mission that has been selected by the MASTER from among the available missions will be loaded in the computers of all the players, and will then proceed to the next screen.

THIRD STEP: THE PLAYERS SELECT THEIR CHARACTERS

Once the mission has been selected , a screen like this one will appear in all computers:

This is the last step before starting to play. The message exchange window is still on display in this menu so that it is still possible for players to communicate with each other during this stage. Now you will see a gallery of photographs of the Commandos who participate in the selected mission. When a player clicks on one of the photographs, his name will be displayed under that portrait. This soldier will now "belong" to that player, and will be controlled by him during the game (the other players will not be able to give him orders). A second click on a character that "belongs" to you will cancel your selection, leaving the character free to be selected by any of the other players in the game. A player will only be allowed to select the number of Commandos to which he is "entitled". For example: If there are 4 players and 4 characters, then each player will have the right to one character. If, however, there are 4 players and 5 Commandos, one of the players may select two characters, but once this happens, the other players will only be able to select one. Once all the characters have been assigned to a player, and only then, will the MASTER be able to select the option "CONTINUE" (an option that is only available to the MASTER). The MASTER also has the exclusive option "SELECT MISSION", which allows him to return to the mission selection window. When the MASTER selects the option "CONTINUE", the multiplayer game will begin.

MENU DISPLAY DURING A MULTIPLAYER GAME SESSION

In a a single player game, if he presses ESCAPE during the game, he will return to the Main Menu. In a multiplayer game, however, it will be enough for a single player to press ESCAPE for the game to be interrupted for all the connected players, and for the character selection window to appear. While this window is being displayed, any player can cancel the selection of a character, leaving him free to be used by another player. It is also possible to select a character that has been abandoned by another player, exchange messages, or leave the game session by selecting the option EXIT. In that case, all the characters selected by the "deserter" will be free to be selected by the remaining players. The character selection window will also reappear during the course of the game if a player abandons the game, or if the communication of this player with the remainder of the network is interrupted for any reason. In this case, the remaining players must take charge of the characters that have become free. It will not be possible to continue the game while there are free characters (not selected by any player). During the reappearance of the character selection menu, the MASTER will also be able to change the mission, by using the option "SELECT MISSION". Just like in previous stages, if the MASTER is disconnected, someone will have to take over his role.

THE MASTER CAN SAVE AND LOAD THE GAME

A network game can be saved and loaded. This option is only available to the MASTER, and only using the options of QUICK SAVE and LOAD QUICK SAVED GAME (CONTROL + S and CONTROL + L, respectively). If the mission has been changed during the multiplayer game session, a game that has been saved using the Quick Save option and corresponds to the previous mission, will no longer be valid.

CONTINUING AFTER THE SUCCESS OR FAILURE OF A MISSION

As has been said before, any system message due to the success or failure of a mission will return all players to the Commandos selection screen. At that point, the MASTER will be able to press the "CONTINUE" button to continue the game. What happens next will depend on why the mission has finished:

- If the mission is over, the "CONTINUE" button will cause the mission selection menu to be displayed, so that the players may play another mission. If the mission has been finished successfully, then the next mission after the one that was being played will be selected by default. If, on the other hand, the mission has ended in failure, the option by default will be to play the failed mission again.
- If something has occurred that has led to the failure of the mission, but that permits the game to continue (for example, if the escape vehicle has been destroyed), then the "CONTINUE" button will permit you to continue playing the same mission from the point at which it was interrupted. To play another mission or replay the failed mission, the MASTER must select the option "SELECT MISSION".

THE MULTIPLAYER GAME: A QUICK GUIDE

Everything that has been explained above about a network game can be quickly summarised in the following steps:

- 1) In a computer connected to the network, run the program TCPSERVER.

- 2) Various players run COMMANDOS and, from the Main Menu, select the option "NEW GAME/MULTIPLAYER GAME/ CONNECT TO GAME SERVER". (If it is the first time they play, they will have to have indicated the server IP address and their names or nicknames as players in the menu NEW GAME/MULTIPLAYER GAME). The first player to connect to the server becomes the MASTER.

- 3) In the player window, the Master selects the option "Select mission" when he considers that there are enough players connected.

- 4) In the missions window, the MASTER selects a mission from the list and clicks on "ACCEPT MISSION". The mission will then be loaded in all the computers.

- 5) In the window "SELECT COMMANDOS", the players click on the photos of the characters they will be handling. When all the Allies have been selected, the MASTER can click on "CONTINUE" to begin play.

- 6) During the game, the MASTER can save and load the game with CONTROL + S / CONTROL + L. He can also change the mission.

- 7) The players can "abandon" characters or recover the control of "abandoned" characters during the course of a mission. If a player abandons the game, he forces the remaining players to recover the control of the characters he has abandoned before they can continue playing the game.

- 8) Pressing Shift + the Right Mouse Button, you will see a mark on the scenario to indicate a specific location to another player.

KEYS

1...8 (alphanumerical keyboard)	Select specific Commando
F1	Help
F2...F7	Activate various modes in game screen
P	Pause
+ or – (numerical keypad)	Zoom In / Zoom Out
* (numerical keypad)	Normal view
TAB	Change the position of the knapsack on the screen (left / right)
ESC	Go to the Main Menu
Ctrl + B	See a summary of the Mission Briefing
Ctrl + S	Quick Save the current game
Ctrl + L	Load the last game that was saved with Quick Save
Alt + Click	Make the camera track the designated target
Ctrl + Click	Shoot from an armed vehicle
Shift + Click	See the field of view of the selected enemy soldier

ACTION HOT KEYS

The hot keys for each special action work just like if you clicked on that item in your knapsack. Keep in mind that you can only use them if the corresponding items are in the knapsack of the selected man.

- A Explode remote bomb
- B Release bomb
- C Lie down on the ground
- D Diving Gear (Marine) or Distract enemy (Spy)
- E Grenade/Harpoon (Marine)/Sniper Rifle/Rifle
- F Shovel
- G Release acoustic decoy
- H Hand (used for picking up items)
- I Activate / deactivate acoustic decoy
- J Handcuffs / Pliers
- K First Aid Kit
- N Release inflatable boat (only works in shallow water)
- Q Pistol
- R Puppet
- S Stand up
- T Hanger
- U Reuse uniform
- V Cigarette Pack
- W Submachine Gun/Knife/Trap/Lethal Injection (Spy)
- X Club/Fist/Ether
- Y Stone

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